



Mecklenburg County Park and Recreation

*The Natural Place
To Be...*

Game Rules

MECKLENBURG COUNTY PARK & RECREATION

3-ON-3 BASKETBALL LEAGUE

RULES AND REGULATIONS

I. NAME

The league shall be known as the Mecklenburg County Park and Recreation Department's 3-on-3 Adult Basketball League. There will be four (4) divisions: Open; 40 & Over, Co-Rec and Women.

II. RULES AND REGULATIONS

All teams will be governed by the NORTH CAROLINA HIGH SCHOOL FEDERATION RULES and the MECKLENBURG COUNTY PARK AND RECREATION DEPARTMENT'S league rule exceptions mentioned below. Fee: \$100.00 per team.

III. TEAMS

1. All teams shall be of uniform dress consisting of same or similar color jersey and each jersey must have at least a six (6) inch number on the back. Taped numbers will not be allowed.
2. Roster limit will consist of six (6) players. All rosters must be filed with the MCPRD by the first game.
3. Players transferring to another team must inform and receive permission from the other coach/manager and MCPRD.
4. Teams cannot add players to their rosters after they complete their fourth (4th) week of regular season games. It is the team manager or captain's responsibility to notify the league if they make an addition to their team roster. All new players must be added to the official roster in order to be eligible to play. Failure to do so will result in forfeiture of games.
5. Each team will play with three (3) players on the court. Teams may play with less than three (3) players but must have at least two (2) players on the court at all times. For the Co-Rec division, one (1) female and one (1) male must be on the court at all times.

6. Each team should be ready for play with at least two (2) players on the court no later than five (5) minutes past their scheduled game time, for the 1st game of the night only. (The officials and Athletic Coordinator have the final call.) **PENALTY: Forfeiture of game to the opposing team.**

7. If a team forfeits three (3) times in a season, it will be subject to dismissal from the league, pending review of the incident.

IV. PLAYER ELIGIBILITY

1. Individuals can play on only one (1) team within the MCPRD league structure.

2. Any ineligible player will be subject to suspension for one (1) calendar year.

3. If a player is declared ineligible, all games that he has played in will be counted as losses.

4. Any manager/coach knowingly playing a suspended or ineligible player will be suspended for one (1) calendar year.

5. Any player currently on a semi-pro or professional team roster is ineligible to play in the league.

6. Each manager should give the official scorer their roster by no later than 5 minutes prior to game.

7. Coaches are to verify the names and numbers of their players prior to game time.

V. GAME PLAY MODIFICATIONS

1. Teams will play best 2-out-of 3 half court games to 15 points by 2's and 3's. Teams must win by two points or the first team to 20 points wins. There will be a 2-minute intermission between games.

2. All games will be governed by a 15-minute running clock time limit. If a game reaches this time limit without a winner the team that is ahead at that point will be declared the winner of the game. If the score is tied, the next basket scored by either team wins the game (NOTE: The possession arrow will determine which team receives the ball in this scenario). There is no overtime.

3. Each team will be awarded two (2) 30-second timeouts per game. Timeouts do not carry over to subsequent games.

4. **Starting the game:** To determine who receives the first possession, the referees will flip a coin. The home team will call heads or tails prior to the coin flip. The team who wins the coin flip will receive first possession and will start with the ball at the top of the key. After the first game, the losing team of the previous game will start the next game with the ball.

5. **Checking the ball:** The ball shall be "checked" before the start of the game at the top of the key, and after all usual and unusual stoppages of play, including, but not limited to: made baskets, all fouls, out-of-bounds, and balls entering the court from another court. For any unusual stoppage of play, the team currently or last in possession of the ball shall retain possession, except after a made basket.

6. After a made basket, the team that was on defense will start at the top of the key on offense. **There is no make-it-take-it.**
7. Scorekeeping/Reporting: Recreation staff will be responsible for keeping track of the score throughout the game. The score should be announced by referee prior to every checking of the ball.
8. Teams will shoot one-and-one foul shots on the seventh (7th) team foul. All players can leave on the release on free throws with the exception of the shooter. Players will foul out on the 5th personal foul. Personal and team fouls reset for each game.
9. A defensive foul on a made basket shall result in the basket counting and one free throw. After the free throw attempt, the team who committed the foul will start with the ball at the top of the key. A common foul, or a foul resulting in a missed shot, shall result in the fouled team starting with the ball at the top of the key.
10. **Out-of-Bounds:** In the event the ball is declared out-of-bounds, the game shall be restarted at the top of the key with the team not having last touched the ball being awarded possession. The half court line shall be considered an out-of-bounds line. If the ball passes over the backboard, it shall be the same as an out-of-bounds violation.
11. **Alternating Possession/Jump Balls:** On the first held ball, the ball shall be awarded to the team that did not start the game with possession. Possession on all held balls thereafter shall be awarded on an alternating basis.
12. After a defensive rebound of a shot attempt (regardless of the ball hitting the rim or not) the player must take the ball outside of the 3-point line with both feet before taking a shot at the basket.
13. After made baskets following timeouts (in the last minute of the game), the inbound team may take the ball out at half court, if they were the team that called the timeout.
14. Players may legally enter the game, through the end of the first best-out-of-3 game. Any player arriving after the first game is completed will NOT be eligible to participate in the second and third game of the night regardless of whether or not their name appears in the book.
15. Teams must be ready to play on any night including Saturday, if necessary, if games are cancelled due to inclement weather.
16. In case of inclement weather contact 704-336-5800, option #7.

VI. PROTESTS

Protests will only be heard on requests pertaining to rules violations and ineligible players. Judgment calls by officials are not protestable.

A. All protests must be submitted in writing to MCPRD by no later than 5pm of the next working day. A player found to be ineligible is subject to a one (1) calendar year suspension from the league. (Exception: before a game staff may ask for ID and date of birth.)

VII. TOURNAMENT PLAY

1. The league champion and runner-up shall be determined by a best-of-three Single elimination tournament.
2. All players must be present for one (1) regular season game to be eligible to participate in tournament play. *Exception being a verifiable injury exemption. (Proof must be provided either at the beginning of the season or when the injury happens.)

VIII. CODE OF CONDUCT

MCPRD WILL ENACT A ZERO TOLERANCE POLICY FOR COACHES, PLAYERS & SPECTATORS

1. All managers/coaches are responsible for the eligibility of their players and the conduct of their team and spectators. Suspension of coaches, players and other team affiliated persons will occur if any eligibility and/or conduct guidelines and procedures are not adhered to.
2. Only managers/coaches and the team captain(s) will be permitted to consult with an official. This must be done in a sportsmanlike manner. PENALTY: Any manager/coach ejected from a game will be subject to a one (1) game suspension for the first offense and then a one (1) calendar year suspension for the second offense in the same season.
3. Only the players and the team manager/coach will be allowed to sit on the bench.
4. Any player ejected from a game for unsportsmanlike conduct will receive a one (1) game suspension for the first offense and a one (1) calendar year suspension for the second offense in the same season. Any player ejected from a game for fighting will receive at least a (3) game suspension. Depending on the severity of the situation participant(s) could be suspended for an entire calendar year.
5. Any player ejected from a game must leave the court and gym in a timely manner. Failure to do so will result in a team technical foul and possession of ball given to opposing team.

IX. SUSPENSIONS

1. Any violation while under suspension will constitute a second offense.
2. Any player and/or manager/coach that are suspended from league play will not be allowed to participate in league play as a coach/manager or player during their suspension.
3. Players and/or coaches/managers suspended for an entire calendar year must apply in writing for reinstatement.